**Nile Basin Development Challenge**

**Template for the most significant change story 2012**

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| Project | NBDC 3 |
| Title | Happy people-happy strategies |
| Author(s) | Catherine Pfeifer, An Notenbaert |
| Domain |  |
| Story | N3 developed a database of about 90 rainwater management practices. Numerous challenges were following on from there: how to present the database, how to validate this database, how to prioritize the practices and how to combine the different practices into strategies. In order to face these challenges and make the whole database more “digestible” for stakeholders we decided to develop a game to present the database at the CPWF meeting in South Africa, and to test the game at the NBDC stakeholder meeting in Bahir Dar. The test game with stakeholders did not really allow validating the database comprehensively, but it turned out to be an amazing tool to start discussions about combination of practices with people of very different backgrounds.  From this experience the game has been adjusted to be played with communities and students. The game with communities was used to investigate optimal watershed management from the community perspective. It has been played in 4 watersheds, both with women and men groups.  The gained information is subsequently used to validate N3 suitability map, as well as to complement the N3/N2 farm household survey data with qualitative data. The game with students has been adjusted to maximize knowledge sharing between participants. Meta Meta, a consultant in water issues in Ethiopia, has asked us to play the game with the participants of their training for water practitioners in Mekele.  Feedbacks from all the games have been very positive, with people enjoying, sharing and learning at the same times.  Also the other CGIAR projects are showing their interest in the game. Therefore, in order to make the game more accessible, we plan to make it available on an interactive wiki, where people who used the game can report back. |
| Lessons | **List the lessons here**  1.games is an amazing way to involve people, to share knowledge (stakeholders learn from scientists, and scientist learn from stakeholders, students learn from each other)  2.having several enthusiastic people can make things happen even if they are not explicitly in any work plan  3.it is a tool that can promote our work beyond our network  4.  5. |
| **Describe the issues that have facilitated the success aspects of this story?**  When the idea of a game emerged, many people were enthusiastic about it, the positive feedbacks and the time the especially KMIS put into the game, allowed to make it happen. |
| **What has exacerbated the aspects of this story that have not gone well?**  Some of the games with the communities were sometimes difficult especially with women. The game has been further adjusted to fit the particular need women. |
| Process | **Why and how was this story selected?** |